

## WEST Search History

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DATE: Wednesday, February 18, 2004

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		<i>DB=PGPB;USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>	
<input type="checkbox"/>	L9	20000810	12
<input type="checkbox"/>	L8	((match or matching) near8 (format or player)) same (video near3 (stream or streaming))	18
<input type="checkbox"/>	L7	(match or matching) near8 (format or player) near8 video	316
<input type="checkbox"/>	L6	L5 and ((match or matching) near8 player)	0
<input type="checkbox"/>	L5	20000810	21
<input type="checkbox"/>	L4	(video near3 (stream or streaming)) near8 (e-mail or E-mail or Email or mailing)	147
<input type="checkbox"/>	L3	L2 and (match or matching) and player	26
<input type="checkbox"/>	L2	20000810	121
<input type="checkbox"/>	L1	(video near8 (stream or streaming)) same (e-mail or E-mail or Email or mailing)	495

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		<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>	
<input type="checkbox"/>	L11	19990810	12
<input type="checkbox"/>	L10	((e-mail or E-mail or Email or mailing) near8 system) same (video near8 (stream or streaming))	61
<input type="checkbox"/>	L9	20000810	12
<input type="checkbox"/>	L8	((match or matching) near8 (format or player)) same (video near3 (stream or streaming))	18
<input type="checkbox"/>	L7	(match or matching) near8 (format or player) near8 video	316
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<input type="checkbox"/>	L2	20000810	121
<input type="checkbox"/>	L1	(video near8 (stream or streaming)) same (e-mail or E-mail or Email or mailing)	495

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L11: Entry 2 of 12

File: PGPB

Oct 11, 2001

DOCUMENT-IDENTIFIER: US 20010029457 A1

TITLE: SYSTEM AND METHOD FOR AUTOMATIC SYNCHRONIZATION FOR MULTIMEDIA PRESENTATIONS

Application Filing Date:19980903Summary of Invention Paragraph:

[0006] Although single media type (e.g., only video, only data, or only audio) messages can be easily compressed and decompressed for single media presentations to users, the compression and decompression of multimedia presentations can cause some synchronization problems at the receiving end. Multimedia presentations typically contain some combination of audio, video, image, and data. Modern presentation systems, which may include voicemail messaging systems, video conferencing systems, and data presentation systems such as electronic mail (e-mail), may combine these capabilities into a multimedia presentation system. Ideally, the multiple different media data streams of a multimedia presentation are stored separately and transmitted individually with compression, thus enabling the efficient compression of each media data stream using compression techniques optimal for the particular type of media data stream. This system would also permit use of an individual media data stream separate from the other media data streams in the multimedia presentation. However, such a system would experience multimedia synchronization problems. The advantages and disadvantages of such a system are illustrated using an exemplary multimedia presentation like a chief executive officer's (CEO's) speech to shareholders that may include a video, a set of still images such as a PowerPoint presentation, and audio. If only a portion of the multimedia presentation is desired to be reviewed, then a single media stream such as an audio clip of a chief executive officer's (CEO's) speech to shareholders can be downloaded to a branch office for later playback to employees. For transmission of that audio clip, the messaging system performs the most optimal compression (in this case, normal audio compression) and removes long gaps of silence from the message. Later if the branch manager decides he would prefer to receive the video version, he can separately download the video stream, which is stored in the messaging system, which is transmitted using the optimal compression, video compression. Advantageously, the separately stored and transmitted media data streams of a multimedia presentation can be separately downloaded as needed without transmitting the entire multimedia presentation in order to view only one of the media data streams. However, when he plays back both video and audio together, the audio and video are no longer synchronized. Since the messages were stored and transmitted independently, this system optimizes its compression without regard to time synchronization. As gaps in the voice may have occurred while the CEO was making gestures captured on video, the two data streams when played back are no longer synchronized. If a third data stream, containing the slides presented by the CEO were downloaded, they would also have no synchronization information. The video and audio may not be synchronized when a delay, such as a pause, occurs in the video. Further, if the set of images, such as pie graphs, is shown during the video pause and the audio is not synchronized to the set of images, then the audio may continue to discuss the first image after the first image has been replaced by a second image. These types of synchronization problems can result in serious confusion and poor performance in multimedia messaging systems.

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L11: Entry 11 of 12

File: USPT

May 15, 2001

DOCUMENT-IDENTIFIER: US 6233318 B1

TITLE: System for accessing multimedia mailboxes and messages over the internet and via telephone

Abstract Text (1):

A unified messaging system that provides a multimedia mailbox. The system allows a subscriber to access stored multimedia messages, such as voicemail messages, facsimile messages, combined voice and facsimile messages and video messages, not only through a public switched telephone network using a telephone but also over a data network, such as the Internet or an intranet, using a personal computer. The system provides voicemail access over the telephone network, indicating message number, etc. with the ability to play messages to the telephone user as desired. For text type messages, such as facsimile and e-mail, the system converts the text into speech and plays the speech to the telephone user. The system allows a personal computer user to obtain the data network access using an Internet browser. The browser is used to access a home page of the system and get information about the messages stored, and is used to download (get) and play the messages at the personal computer via data streaming in the case of a voice or video messages or view the messages in the case of text type messages, such as facsimile and e-mail. The user can also perform the other typical messaging functions over the data network connection that are provided for telephone access, such as viewing a message list, saving and deleting messages, group list administration and other administration tasks.

Application Filing Date (1):19961105Brief Summary Text (20):

The above objects can be attained by a system that allows a subscriber to access stored messages, such as voicemail messages, facsimile messages, e-mail messages and video messages, that are stored in a unified multimedia mailbox not only through a public switched telephone network using a telephone but also over a data network, such as the Internet or an intranet. The system provides voicemail access over the telephone network, indicating message number, etc. with the ability to play messages to the telephone user. For text type messages, such as facsimile and e-mail, the system converts the text into speech and plays the speech to the telephone user. The system allows a personal computer user to obtain the data network access using an Internet browser. The browser is used to access information about the messages stored and is used to download and play the messages via data streaming in the case of a voice or video messages or view the messages in the case of text type messages, such as facsimile and e-mail. The user can also perform the other typical messaging functions over the data network connection that are provided for telephone access, such as saving and deleting messages, group list administration and other administration tasks.

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L14: Entry 7 of 11

File: USPT

Jul 10, 2001

DOCUMENT-IDENTIFIER: US 6260192 B1

TITLE: Filtering system based on pattern of usage

Application Filing Date (1):19970602Detailed Description Text (29):

As shown in FIG. 8, television stations and internet web pages can be presented as distinct channels on a single rotary wheel menu 80. The rotary wheel menu overlies the screen and allows the video or television programming to continue playing in the background, such as in the part of the display screen which is not occupied by the menu. This also applies to where the background is a web page so that animation and streaming video can continue to be updated. The user can directly select the next channel, whether internet or television based, to be visited using the menu. The client can continuously poll its I/O interface with the remote control device to detect user input or commands.

Detailed Description Text (46):

When accessing e-mail as opposed to browsing web pages, different commands are typically required. Further, when sending, reading, or retrieving e-mail, different commands are available for use. The same toolbar or menu interface is often used for these different e-mail situations, where the unnecessary or inappropriate commands are faded to indicate that they are unavailable to the user. This can lead to confusion by inexperienced users because these faded out commands are often still visible. In one embodiment of the system, a specific dedicated menu for each situation, such as browsing, sending e-mail, reading e-mail, or retrieving e-mail, is made available to the user.

Detailed Description Text (47):

For security of personal information, a password can be required before allowing access to personal e-mail or a web page containing personalized content. A series of graphical icons may be presented to the user, and the user selects a combination of these icons as a personal password.

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L3: Entry 1 of 26

File: PGPB

Sep 19, 2002

DOCUMENT-IDENTIFIER: US 20020131561 A1

TITLE: UNIFIED COMMUNICATION SERVICES VIA E-MAIL

Application Filing Date:  
19990506

Summary of Invention Paragraph:

[0009] The present invention sends an e-mail message including an active user interface to communicate with the unified communication services. This allows the recipient to not only listen and/or view the message, but also to respond to it through the interface. Using the features of the interface allows a subscriber to call or fax individuals and perform other functions directly from the interface within the e-mail. This method is quicker, easier, and more user friendly than known methods since it reduces the number of steps the individual needs to go through in order to respond to the message and/or perform related tasks. By interacting with the interface rather than the message itself, the actual message can remain stored on the server and is only retrieved when the subscriber desires to view/listen to its contents. The retrieval of voice, fax, and video data stored on the server can be done using streaming technology such that the user can listen and/or view the message while it is being downloaded.

Detail Description Paragraph:

[0080] When the user selects the "Listen/View" link for a voice message, the interface makes a request on behalf of the user to a Web Server 410 including an HTTP CGI "listen" program or script 401. This program 401 determines the user's preferred audio format for playing back the voice message and delivers the voice message using the user's audio format preference (e.g., a .wav format or a steaming audio format such as GSM or Realaudio). Streaming audio technology provides significant performance improvements in cases where the connection bandwidth between the interface and the Web Server 410 is low (56 Kb or less). In .wav format, the entire message is downloaded from the Web Server to the interface before the message starts playing. The .wav audio message is played by a media player application that comes standard with Web Browsers. In audio streaming format, the message is played as it downloads from the Web Server to the interface. A streaming player such as the Call Sciences GSM Audio Streaming Player or the RealNetworks RealAudio Player can be used to listen to voice messages in steaming audio format.

Detail Description Paragraph:

[0118] The "login" user interface provides data entry fields for the UC service id (e.g., UC service number) and the UC service Personal Identification Number (PIN). Once a user (1) enters his/or authorization information (e.g., UC service id and PIN) and (2) clicks on the submit button (e.g., HTML submit button), a request (e.g., an HTTP POST request) is sent from the interface to the HTTP CGI "login" program 404 on UC Web Server 410. The request contains the user's authorization information (UC service id and PIN). The CGI "login" program sends a query request message to the UC Data Server (Provisioning Back End (PBE)) program (shown in FIG. 4) using the UC service id as the query field. Upon receiving the query request message, the PBE program queries the database using the UC service id and returns the user's UC service record to the CGI "login" program as a response message. If

the query fails, an error response message is sent back to the CGI "login" program. The CGI "login" program receives the response message and presents an error message to the user if the query fails. If the query succeeds, the PIN will be validated against the PIN provided in the user's UC service record. If the PINs do not match, an error message is presented to the user. The user is given the opportunity to retry the login process.

Detail Description Paragraph:

[0119] If the PINs match, the CGI "login" program creates a login session using UC Service Id, time stamp, and process id as the session identifier and sets a Netscape Cookie on the user's computer. (Additional information on Netscape Cookies is available in W3C RFC 210, incorporated herein by reference.) The Netscape Cookie is set by providing a name and a cookie value (e.g., CookieName=<UC Service Id>.vertline.<Time Stamp>.vertline.<Process Id>). In addition, a cookie expiration date is set to support an extended login. The "extended login" keeps the user's login session active for a configurable amount of days (e.g., 14 days). The Netscape Cookie mechanism is used to maintain a login session between the user and the UC services platform. Each time the user initiates an interaction with the UC services via the e-mail user interface, the Netscape Cookie is sent as part of the HTTP request to the UC Web Server 410. The cookie value is correlated back to the login session identifier. If the login session identifier exists on the UC Web Server, requests (by clicking on a URL link or button) initiated from the UC service user interface embedded in an e-mail are processed by the UC service. If the login session identifier does not exist, requests from the UC service user interface are rejected. On rejection, the CGI 404 services will provide the user with a "login" user interface.

Detail Description Paragraph:

[0158] (1) Retrieve (Listen or View)--A CGI script on the Web Server is invoked to initiate the download of a facsimile message or a streaming voice message. A FAX will be in multi-page TIFF or PDF format based on the subscribers' preference setting. Upon initiation of the download, the operating system of the access device will cause the appropriate program for viewing the message to be invoked. A voice message will be streamed in GSM or RealAudio format based on the subscriber's preference setting. The appropriate audio player will be invoked by the operating system of the access device for playing the message while it is being downloaded. This mechanism is referred to as "audio streaming".

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L5: Entry 5 of 21

File: USPT

Sep 30, 2003

DOCUMENT-IDENTIFIER: US 6629163 B1

**\*\* See image for Certificate of Correction \*\***

TITLE: Method and system for demultiplexing a first sequence of packet components to identify specific components wherein subsequent components are processed without re-identifying components

Application Filing Date (1):19991229Detailed Description Text (2):

A method and system for converting a message that may contain multiple packets from an source format into a target format. When a packet of a message is received, the conversion system in one embodiment searches for and identifies a sequence of conversion routines (or more generally message handlers) for processing the packets of the message by comparing the input and output formats of the conversion routines. (A message is a collection of data that is related in some way, such as stream of video or audio data or an email message.) The identified sequence of conversion routines is used to convert the message from the source format to the target format using various intermediate formats. The conversion system then queues the packet for processing by the identified sequence of conversion routines. The conversion system stores the identified sequence so that the sequence can be quickly found (without searching) when the next packet in the message is received. When subsequent packets of the message are received, the conversion system identifies the sequence and queues the packets for pressing by the sequence. Because the conversion system receives multiple messages with different source and target formats and identifies a sequence of conversion routines for each message, the conversion systems effectively "demultiplexes" the messages. That is, the conversion system demultiplexes the messages by receiving the message, identifying the sequence of conversion routines, and controlling the processing of each message by the identified sequence. Moreover, since the conversion routines may need to retain state information between the receipt of one packet of a message and the next packet of that message, the conversion system maintains state information as an instance or session of the conversion routine. The conversion system routes all packets for a message through the same session of each conversion routine so that the same state or instance information can be used by all packets of the message. A sequence of sessions of conversion routines is referred to as a "path." In one embodiment, each path has a path thread associated with it for processing of each packet destined for that path.



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L5: Entry 9 of 21

File: USPT

Dec 10, 2002

DOCUMENT-IDENTIFIER: US 6493324 B1

TITLE: Multimedia interface for IP telephony

Application Filing Date (1):  
19990329

Detailed Description Text (5):

Referring now to FIG. 2, there is shown a logical block diagram of an IP telephony client according to the present invention, which is designated as 31. IP telephony client 31 may be implemented in the IP telephony client machine 17 or the IP telephony gateway 21 of FIG. 1. IP telephony client generally includes a common user interface 33 that communicates with an application interface 35. The application interface 35 sits between a protocol stack 37, which in the preferred embodiment is a session initiation protocol (SIP) stack, and a set application programming interfaces (APIs) 39. IP telephony client 31 includes one or more helper applications, indicated generally as 41. Helper applications 41 may include a web phone application 43, a chat application 45, an e-mail application 47, and other applications, such as streaming video, conferencing applications, and the like indicated at 49.

Detailed Description Text (10):

The application interface 35 uses the common user interface 33 to present information to a user. Generally, this information includes error conditions, called party choices, caller ID information about an incoming call, call status, and the like. The application interface 35 uses information provided by the user to configure the way it uses other applications to perform requests initiated from the helper applications 41 and received from the protocol stack 37 for processing. This information is stored in a configuration file (not shown). The configuration file includes, for each of the helper applications 41, an application type field that specifies what features the application will support. Application types include IP phone, browser, e-mail, chat, personal directory, video streaming applications, and the like. These types are mapped to incoming SIP messages and pay loads at call set-up. New application types can be created by the user or downloaded when new applications are developed or supported. The configuration file also includes an application name field for each application, which gives the user the capability to choose from a list of supported applications. The selection auto populates additional information needed to use the appropriate API, pass necessary elements, and path to launch the application if it is currently not running. New applications can be created by the user or down loaded when available.

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L5: Entry 21 of 21

File: DWPI

Sep 13, 2001

DERWENT-ACC-NO: 2002-267910

DERWENT-WEEK: 200235

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TITLE: Segment sharing method for streaming video format over computer network e.g. attached to e-mail, posted on web page etc, using tags created by software modules in servers

Basic Abstract Text (4):

USE - For streaming video format over computer network e.g. attached to e-mail, posted on web page etc.

PF Application Date (2):20000309Equivalent Abstract Text (4):

USE - For streaming video format over computer network e.g. attached to e-mail, posted on web page etc.

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L9: Entry 6 of 12

File: USPT

Sep 15, 1998

DOCUMENT-IDENTIFIER: US 5809454 A

TITLE: Audio reproducing apparatus having voice speed converting function

Application Filing Date (1):  
19960628

Brief Summary Text (17):

An MPEG system encoder separately encodes video data and audio data to produce a video stream and an audio stream while maintaining relationship between both streams of data. Next, a multiplexer (MUX) incorporated in the MPEG system encoder multiplexes the video stream and audio stream in a way that matches the format of a transfer medium or a recording medium, thus producing a system stream. The system stream is either transferred from the MUX via the transfer medium to a external device or is recorded on the recording medium.